AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1. (Currently Amended) An apparatus comprising:

at least one processor; and

at least one memory including computer program code for one or more programs,

the at least one memory and the computer program code configured to, with the at least one

processor, cause the apparatus to perform at least the following,

associate each one of a plurality of device configurations <u>with a respective game</u>

<u>configuration</u> ~~based, at least in part, on one or more hardware components with~~

~~associated functional capabilities~~ <u>according to a presence of one or more hardware</u>

<u>components</u> of a device, ~~with a respective game configuration,~~ wherein <u>the one or</u>

<u>more hardware components have one or more functional hardware capabilities,</u>

<u>and</u> each game configuration differently specifies one or more parameters of a

game;

identify a current device configuration for the device;

determine a current game configuration associated with the current device

configuration; and

control the game by setting parameters in the game as specified by the current game

configuration.

2. (Currently Amended) An apparatus as claimed in claim 1, wherein the game comprises

gaming objects and the ~~at least one~~ <u>current</u> game configuration specifies a parameter that creates

a gaming object based, at least in part, on the one or more <u>functional hardware</u> capabilities.

3. (Previously Presented) An apparatus as claimed in claim 2, wherein the game comprises at least one user gaming object and the created gaming object affects an attribute of the user gaming object.

4. (Previously Presented) An apparatus as claimed in claim 1, wherein the game comprises a gaming object a user gaming object and the game configuration specifies a parameter that affects an attribute of the gaming object or an attribute of the user gaming object.

5. (Previously Presented) An apparatus as claimed in claim 1, wherein the apparatus is further caused to:

receive selection input; and

select a sub-set of the parameters specified in the current game configuration for use as

parameters in the game.

6. (Canceled)

7. (Currently Amended) An apparatus as claimed in claim 1, wherein the apparatus is further ~~caused to~~ cause to:

control the game by setting parameters in the game as specified by one or more previous

game configurations.

8. (Previously Presented) An apparatus as claimed in claim 1, wherein the apparatus is further caused to:

temporarily control the game by setting parameters in the game as specified by a virtual game

configuration associated with a virtual device configuration selected by the user.

9.   (Previously Presented)   An apparatus as claimed in claim 1, wherein the control of the

game, includes setting parameters in the game as specified by the current game configuration at

the instantiation of the game.

10.   (Previously Presented)   An apparatus as claimed in claim 9, wherein the parameters set

at the instantiation of the game are variable while the game is played.

11. - 12.   (Canceled)

13.   (Withdrawn)   A server, for controlling a game, comprising:

a memory storing a data structure that associates each one of a plurality of device

configurations with a respective game configuration, wherein each game configuration

differently specifies one or more parameters of the game;

means for receiving a current device configuration from a client device;

means for using the data structure to determine a current game configuration associated with

the received current device configuration; and

means for controlling the game by setting parameters in the game as specified by the current

game configuration.

14.   (Withdrawn)   A server as claimed in claim 12, wherein the server is a game server that

is accessed for playing the game.

15. (Withdrawn) A server as claimed in claim 12, wherein the game is played locally at the client device and the means for controlling the game, controls the game by sending a message to the client device that defines the current game configuration and sets parameters of the game in the client device.

16. - 20. (Cancelled)

21. (Currently Amended) An apparatus of claim 1, wherein the one or more <u>functional hardware</u> capabilities of the device are based, at least in part, on one or more accessory devices.

22. (Previously Presented) An apparatus of claim 1, wherein the apparatus is further caused to:

detect an accessory device; and

modify the current device configuration based, at least in part on the detection.

23. (Previously Presented) An apparatus of claim 22, wherein the apparatus is further caused to:

update the gaming object based, at least in part on the modified current device configuration.

24. (Previously Presented) An apparatus of claim 23, wherein the accessory device includes a camera, a headset, a pen input device, a light, or a combination thereof.

25. (Previously Presented) An apparatus of claim 2, wherein the apparatus is further caused to:

detect a model of the device;

determine that a newer model of the device is available; and

decrease an attribute of the gaming object based, at least in part, on the determination.

26.   (Currently Amended) An apparatus of claim 25, wherein the apparatus is further caused
to:

receive an update message via a wireless interface, wherein the determination that a newer

model is available is based, at least in part, on the update message ~~on the update message~~.

27.   (Currently Amended)   An apparatus of claim 1, wherein the <u>one or more</u> functional
<u>hardware</u> capabilities of the <u>one or more</u> hardware components are correlated to respective game
configurations based, at least in part, on a data structure.

28.   (New)   A method comprising:

associating each one of a plurality of device configurations with a respective game

configuration according to a presence of one or more hardware components of a device,

wherein the one or more hardware components have one or more functional hardware

capabilities, and each game configuration differently specifies one or more parameters of

a game;

identifying a current device configuration for the device;

determining a current game configuration associated with the current device configuration;

and

controlling the game by setting parameters in the game as specified by the current game

configuration.